

THE SPEECH-LANGUAGE INTERFACE IN THE SPOKEN LANGUAGE TRANSLATOR

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ABSTRACT

The Spoken Language Translator (SLT) is a prototype for practically useful systems capable of translating continuous spoken language within restricted domains. The prototype system translates air travel (ATIS) queries from spoken English to spoken Swedish and to French. It is constructed, with as few modifications as possible, from existing pieces of speech and language processing software.

The speech recognizer and language understander are connected by a fairly conventional pipelined N-best interface. This paper focuses on the ways in which the language processor makes intelligent use of the sentence hypotheses delivered by the recognizer. These ways include (1) producing modified hypotheses to reflect the possible presence of repairs in the uttered word sequence; (2) fast parsing with a version of the grammar automatically specialized to the more frequent constructions in the training corpus; and (3) allowing syntactic and semantic factors to interact with acoustic ones in the choice of a meaning structure for translation, so that the acoustically preferred hypothesis is not always selected even if it is within linguistic coverage.

1. OVERVIEW OF THE SLT SYSTEM

The Spoken Language Translator (SLT) is a prototype system that translates air travel (ATIS) queries from spoken English to spoken Swedish and to French. It is constructed, with as few modifications as possible, from existing pieces of

speech and language processing software. This section gives a brief overview of the speech recognition and language analysis parts of the SLT system and the philosophy underlying them; for a longer treatment, including details of transfer, generation, and speech synthesis, the reader is referred to Agnäs *et al*, 1994. After the overview, we describe three ways in which the language analyzer makes intelligent use of the N-best list of sentence hypotheses it receives from the recognizer.

At the highest level of generality, the design of SLT has two guiding themes. The first is that of *intelligent reuse of standard components*: most of the system is constructed from previously existing pieces of software, which have been adapted for use in the speech translation task with as few changes as possible. The second theme is that of *robust interfacing*. In this paper, we focus on an important means by which robustness is achieved: the delaying of decisions about words, utterances and utterance meanings until sufficient information is available to make those decisions reliably.

The speech recognizer used is a fast version of SRI's DECIPHER [TM] speaker-independent continuous speech recognition system (Murveit *et al*, 1991). It uses context-dependent phonetic-based hidden Markov models (HMMs) with discrete observation distributions for four features: cepstrum, delta-cepstrum, energy and delta-energy. The models are gender-independent and the system is trained on 19,000 sentences and has a 1381-word vocabulary. A bigram language model is used. The output is an N-best hypothesis list, produced using a *progressive recognition search* (Murveit *et al*, 1993) in which the space of possible utterances is pruned by successively more powerful but more costly techniques. The motiva-

tion for this kind of search is to avoid making hard decisions without sufficient evidence, while at the same time maintaining reasonable efficiency.

Fully-fledged linguistic analysis can be viewed from the perspective of the speech recognition task as the final stage of progressive search: the most powerful, most costly techniques used in the system, exploiting complex syntactic and semantic knowledge, are applied, reducing an already fairly limited set of possible utterances to a single choice. Another, equally valid, perspective on language analysis is from the standpoint of *utterance understanding*: the purpose of source language processing in SLT is to map from the acoustic signal to a representation of the utterance meaning, and identifying the correct word sequence is a by-product of this process rather than being a goal in its own right.

Language analysis in SLT is performed by the SRI Core Language Engine (CLE), a general natural-language processing system developed at SRI Cambridge (Alshaw, 1992). The English grammar used for this is a large general-purpose feature grammar, which has been augmented with a small number of domain-specific rules. It associates surface strings with meaning representations in Quasi Logical Form (QLF; Alshaw and Crouch, 1992). Transfer and generation are performed by a second copy of the CLE loaded with a French or Swedish grammar and transfer rules for the appropriate language pair.

The system components are connected together in a pipelined sequence as follows. First, DECIPHER processes the input signal and constructs a list of N-best hypotheses, each tagged with an associated acoustic score; N=5 gives a good trade-off between speed and accuracy. The construction of this list using the progressive search technique constitutes a thorough pruning of the original search space of all possible word sequences.

The hypothesis list is passed to the English-language version of the CLE, which implements the final phase of progressive search by applying the three processing stages outlined below and described more fully in the remainder of this paper. The CLE achieves robustness in the speech-language interface by postponing the selection of a correct utterance (and utterance meaning) until all available knowledge has been applied. This strategy is made acceptably efficient by the use of a specialized fast parsing technique. The processing stages are these:

- As described in Section 2 below, the CLE ex-

amines the hypotheses for evidence of speech repairs, and if it finds any, it adds possible corrected versions to the list without removing the originals, thus postponing a decision about whether the correction is valid or not.

- It then uses the grammar, specialized and compiled for both speed and accuracy as described in Section 3, to analyze each speech hypothesis (original and repaired) and extract a set of possible QLF representations. This typically results in a set of between 5 and 50 QLFs per hypothesis.
- The CLE's *preference component* is then used to give each QLF a numerical score reflecting its *a priori* linguistic (acoustic, syntactic, semantic and, within limits, pragmatic) plausibility. The final score for a QLF is calculated as a weighted sum of the scores assigned to it by a range of preference functions, and the highest-scoring QLF is passed on for transfer and target language generation. We describe the functioning of this component in Section 4 below.

We now move on to examining these stages in more detail, starting with the repair mechanism.

2. DETECTION AND CORRECTION OF REPAIRS

One important way in which spoken language differs from its written counterpart is in the prevalence of self-repairs to speaker errors. Examples such as the following occur in the ATIS domain:

1. list *LIST* FLIGHTS BETWEEN OAKLAND AND DENVER.
2. does this *DOES THIS* FLIGHT SERVE BREAKFAST.
3. COULD I HAVE MORE DETAILS ON FLIGHT d 1 sixteen *D L SEVEN TWO SIX*.
4. SHOW ME ROUND TRIP FARES FOR flight two *SORRY FLIGHT FOUR FOUR OH ZERO*.
5. I WANT A FLIGHT from boston *FROM DENVER TO BOSTON*.
6. OK WHAT TYPES OF AIRCRAFT do *DOES DELTA* FLY.

In each case, the reparandum (material to be repaired) is shown in **lower case** and the repair itself in *ITALICS*, with any explicit repair marker,

such as “sorry”, shown in **BOLD**. Note that, once the reparandum and any repair marker have been identified, the location of the right hand end of the repair does not affect the interpretation of the sentence (e.g. the repair in (3) could be viewed as “D L seven two six”).

In (1) and (2) the reparandum and repair are identical. In (3)-(6) they differ. (3) shows the substitution of a word after the repeated material, (4) shows the use of an explicit repair marker, (5) is an example of the additional material in the repair being inserted, rather than appended, and (6) shows a correction of a suffix, with no strictly identical words occurring.

However, not all repeated word sequences and (possible) explicit repair markers indicate repairs; items (1') to (4') below are non-repairs superficially similar to (1) to (4) above, with (5') providing additional evidence that not all repetitions are repairs. The typographic conventions show how the word sequences might be misconstrued as repairs.

1'. SHOW ME ROUND TRIP FARES FOR U S FLIGHT
four *FOUR* oh oh.

2'. IS u s *U S* AIR.

3'. ARE ANY OF THE flights *NONSTOP*
FLIGHTS.

4'. I WANT a flight with **NO** *STOPS*.

5'. FROM PHILADELPHIA FROM DENVER AND FROM
PITTSBURGH.

It is known that repairs are often indicated acoustically (Bear *et al*, 1992; Nakatani and Hirschberg, 1993) and DECIPHER could be modified to detect possible repair indicators and pass the information on to the CLE. However, this raises some difficult issues of identification, representation and transportability, and it is worth investigating how effectively repairs can be dealt with on the basis of word strings alone.

In line with the philosophy behind progressive search, that of postponing decisions until sufficient information is available, the CLE's repair mechanism has the following novel feature: when a possible repair is located, no immediate decision is made on whether it is genuine. The (putatively) corrected word sequence is added to the N-best list, and given a reduced acoustic score, without the original hypothesis being removed. Thus QLFs can be built from either sequence, and the final choice of a word sequence is a by-product of

the choice of a QLF, which, just as for choices between original hypotheses, takes advantage of full linguistic processing of all parts of the sentence.

This methodology allows a range of repairs to be hypothesized by a fairly straightforward algorithm while minimizing the number of false positives found. Given the word sequence actually uttered, it is in general possible to determine the reality of a repair on the basis of (a) specific, fairly superficial knowledge of what kinds of word sequence tend (in the ATIS domain) to indicate repairs, (b) general and ATIS-specific syntactic and semantic considerations, and (c) knowledge of the discourse and reasoning about the domain. In the translation task, a false positive — “correcting” a non-existent repair — is a more serious error than failing to deal with a repair that has occurred, because the former kind of error is likely to confuse the user and to be viewed as much less acceptable. The repair detection algorithm therefore attempts to hypothesize just those possible corrections that seem plausible on the basis of type (a) knowledge and that, if they are false, are likely to be detectable using type (b) knowledge, i.e. by syntactic, semantic and preference processing. Type (c) knowledge is not available within the SLT system.

The detection mechanism identifies possible repairs by first searching for repeated roots in the sentence, i.e. pairs of words (other than numbers, which are often repeated intentionally) that can be analysed morphologically by the CLE as having the same root. Examples are “...flight...flight...”, “...do...does...” and “...is...are...”. It combines these pairs to identify sequences that begin and end with the same roots, e.g.

I WANT TO GO FROM BOSTON NO
FROM DENVER TO BOSTON ON TUESDAY.

Sequences that have intervening material and consist only of one of a set of very common words (“a”, “and”, “from”, “in”, “of”, “or” and “to”) are discarded at this point, as inspection of the data suggests they are likely to lead to false positives. In all other cases, however, the two sequences (underlined above) are first matched from left to right. Two points are awarded for a shared root, and one is deducted when a word is skipped in either sequence. The match proceeds (by dynamic programming) so as to maximize the score. In the example, two points are awarded for the matches on each of “from” and “Boston” and one is deducted for skipping each of “Denver” and “to”.

If there is no intervening material, the match is now complete, and the hypothesized repair is returned. If there is intervening material (as with “no” above) it may form part of either the repair or the reparandum. Similar, but more general, matches are therefore carried out in both the forward and the backward directions.

The forward match begins at the start of the intervening material and just after the end of the second repetition sequence, i.e., at “no” and “on” in the example, and continues forwards until all the intervening material is consumed. The backward match starts at the end of the intervening material and just before the start of the first sequence, i.e. at “no” and “go”, and words backwards. One point is deducted for skipping a word in either sequence, unless the match is forward and the word is known to be an explicit repair indicator, in which case a point is awarded. (Explicit repairs are counted only in the forward match to ensure they are identified as material to be deleted). Two words match each other, with no adjustment in the score, only if they share a major category.

Once all matches have been completed for all possible pairs of root sequences, the best one(s) are selected. Higher-scoring matches are preferred, with those involving the deletion of fewer words being favoured when scores are equal. If there are non-overlapping repairs (e.g. “I want to go from from Boston to San San Francisco”) then the best options for both are accepted.

In the example above, the best path is for the forward match. It consists simply of recognizing “no” as a repair indicator and not progressing the second pointer at all. This gives a reparandum of “from Boston no” and a repair of “from Denver to Boston” with a total score of three.

On the main training corpus of 4615 reference sentences used during the project, the repair mechanism suggested corrections for 135 sentences. As far as could be determined by inspection of the word string alone, 89 of these actually were repairs and 41 were not, with the status of five being impossible to determine without reference to prosody. The subsequent behaviour of the system for the 130 sentences whose status was clear was as shown in Table 1. Correct decisions are shown in bold type.

Restricting attention to sentences for which some QLFs were found, of the 79 sentences involving repairs for which a QLF for a repaired version was chosen, the repaired string was correct, or as plausible as any other choice, in 77 cases. In the

	Actual repairs	False alarms
No QLF found	10	4
Right repair chosen	77	-
Wrong repair chosen	1	2
Non-repair chosen	1	35
Total	89	41

Figure 1: Decisions on possible repairs

other two cases, a wrong repair, and no repair, were selected respectively. When no repair was actually present, the preferred QLF was for the unrepaired version in all but 2 of 37 cases. Thus the repair mechanism caused 77 sentences to receive an analysis for the correct string where this would not otherwise have happened, and caused 2 sentences to receive a bogus interpretation when they would not otherwise have received one. In other words, it increased coverage on the training set by $(77-2)/4615$, or 1.6%.

Of course, performance on reference versions (corresponding to perfect speech recognition) of training sentences is likely not to be a good indicator of performance on errorful recognizer outputs for unseen sentences; and in fact, applying the current repair mechanism to such outputs does tend to result in the acceptance of noticeably more bogus repairs, nearly all arising from incorrect sentence hypotheses. As already indicated, this is quite undesirable.

However, many if not most errors of this type are due to the fact that the repair mechanism is being applied to a qualitatively different kind of data from that used to guide its design. We are encouraged by the fact that, for the reference sentences, a relatively simple repair *suggestion* algorithm can lead to such accurate decisions on the validity of the repair by the much more sophisticated subsequent language processing (only 4 wrong choices of string out of 116 cases where a choice was made). Further work will involve redesigning the algorithm, and probably training it automatically, to handle the kinds of output characteristic of the recognizer. As Section 4 below will argue more fully, training language processing decisions on typical recognizer behaviours rather than only on reference sentences can enhance decision-making considerably.

3. GRAMMAR SPECIALIZATION FOR FAST PARSING

Language models used in the context of speech recognition are normally some variety of finite-state grammar. Bigram grammars are probably still the most popular choice, and one is used by the version of DECIPHER incorporated in SLT. Trigram or higher N-gram models and stochastic context-free grammars are also fairly common. The advantages of finite-state models are well-known: they are fast, robust, and easy to train. The disadvantages are also clear: viewed as grammatical formalisms, they are insufficiently expressive to capture many important types of linguistic regularities, and so although they are useful in the non-final stages of the progressive search task, they are not adequate for the final stage, nor indeed for constructing a sufficiently rich semantic representation to support translation.

However, use of more powerful and expressive grammar formalisms tends to be impractical due to the excessively slow processing times associated with most known parsing algorithms. This would be especially problematical in the SLT system when the language analysis carried out by the CLE counts as a single, final stage of progressive search, so that many possibilities are considered before any are ruled out.

In the language analysis part of the SLT system, we have therefore implemented what we think is an interesting compromise between the opposing positions of fast finite-state language models and general linguistically-motivated grammars. The bulk of this work (most of which has carried out in collaboration with Christer Samuelsson of SICS, Stockholm) has been reported elsewhere (Rayner, 1988; Rayner and Samuelsson, 1990; Samuelsson and Rayner, 1991; Samuelsson, 1994). We content ourselves here with a brief summary relating it to the themes of the present paper.

We start with a general, linguistically motivated grammar, which has been given enough specialized vocabulary to have good domain coverage. In the SLT project, we used the CLE grammar for English (Alshaw, 1992, chapters 4 and 5; Agnäs *et al*, 1994, chapter 7), but the techniques do not make any special use of its peculiarities, and would be applicable to any general unification-based phrase-structure grammar. The key point is that the general grammar is unsuitable for the language modelling task because it is *over-general*; in particular, there is no need in the context of a normal spoken language domain to

have a fully recursive grammar.

We *specialize* the grammar to the domain by first using it to parse a substantial corpus of examples (in the concrete experiments carried out, we used a set of about 5000 ATIS sentences). We then extract a much simpler grammar from the original one by cutting up the analysis trees from the parsed corpus into sub-trees, where each sub-tree corresponds to a linguistic “chunk” or unit; we used only four chunk types (utterance, noun phrase, non-recursive noun-phrase and preposition phrase), compared to about twenty-five different phrase types in the original grammar. The rules contained in each sub-tree are then “collapsed” into a single rule for the appropriate chunk-type, using the so-called Explanation-Based Learning algorithm (van Harmelen and Bundy, 1988; Hirsh, 1987). With a suitable choice of chunk-types, we can produce a specialized grammar whose rules correspond to chunk patterns occurring in the training corpus.

By construction, the specialized grammar has strictly less coverage on the domain than the original one. Our experiments suggest, however, that given a substantial training corpus the loss of coverage is on the order of a few percent at most. This loss of coverage is more than counterbalanced by the greatly simplified structure of the specialized grammar, which can be parsed nearly two orders of magnitude more quickly than the general one, using an LR parsing algorithm (Samuelsson, 1994). The gain in speed is due to the fact that the grammar, after specialization, is nearly finite-state; we have in effect automatically squeezed a general grammar into a finite-state format, after cutting off the few pieces that refuse to fit.

Apart from the enormous gain in speed, it is also worth noting that the specialized grammar is less ambiguous than the general one; for a given sentence, it normally produces substantially fewer different analyses. This implies that the task of identifying a correct analysis becomes correspondingly simpler. The “preference component” described in the next section has less work to do, and makes incorrect choices less often. In practice, we have discovered that this extra accuracy more or less cancels out the loss of grammatical coverage; the few sentences outside specialized grammar coverage tend to be so complex and ambiguous that there is a high chance of an incorrect analysis being preferred.

4. DISAMBIGUATION

Once zero or more QLFs have been produced for each of the original and repaired sentence hypotheses in the N-best list, the preference component of the CLE has the task of selecting the most appropriate one for translation. It does this by assigning a score to each QLF and selecting the highest-scoring one, as we will now describe. A full account is given in Alshawi and Carter (1994).

4.1 Preference Functions

The score assigned to a QLF is a scaled linear sum of the scores returned by a set of about twenty individual *preference functions*. Preference functions are of three types.

- Firstly, there is a *speech* function which simply returns the acoustic score for the sentence hypothesis that gave rise to the QLF (or a default low score if the hypothesis was suggested by the repair algorithm).
- Secondly, *structural* functions examine some aspect of the overall shape of the QLF. Typically, the number of occurrences of some relatively unlikely type of grammatical construction is counted, so that readings which contain instances of it can be penalized relative to those that do not.
- Thirdly, *combining* functions collect instances of linguistic objects such as: N-grams in the underlying word string; the syntax rules used to create the QLF; and triples of the form (H_1, R, H_2) , where H_1 and H_2 are the head predicates of QLF substructures representing words or phrases in the sentence and R indicates the relationship (e.g. a preposition or an argument position) between them. Semantic classes are used to group place names, numbers and other sets with similar distributions. For example, the set of triples for the correct analysis of “Show me the flights to Boston” includes these:

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(show_CauseToSee,3,flight)
(flight,to,*place)
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the second of which indicates the attachment of “to Boston” to “flights” rather than to “show”. The combining function calculates, by addition or averaging, a score for the QLF based on the scores for the individual objects. The objects in turn take their scores from the

pattern of their occurrence in correct and incorrect QLFs observed in training on recognizer outputs on a corpus for the domain in question. Roughly, an object score is intended to be an estimate of the log probability that a QLF from which the object arises is the correct one.

4.2 Scaling Factors

The scaling factors used to derive a single summed score for a QLF from the scores returned for that QLF by the various preference functions are also trained automatically in order to maximize of the chances of the highest-scoring QLF being correct. Scaling factor training has two phases.

The first phase makes use of a measure of the similarity between each QLF for a sentence and the correct QLF (selected in advance by interaction with a developer) for that sentence. This measure is sensitive to differences both in the underlying word sequences and in the groupings of the words into phrases by the QLFs. Linear (least squares) optimization is carried out to find the scaling factor values that make the preference scores for QLFs resemble the similarity measures as closely as possible. This is an analytic process that can be carried out fairly quickly. However, its objective function, that of modelling similarity to the correct QLF, is only approximately related to the behaviour we want, that of ensuring that the correct QLF is placed first in the preference ordering, regardless of the scores of incorrect QLFs relative to each other.

In the second phase, therefore, scaling factors are adjusted iteratively to increase the number of training sentences for which the correct QLF gains the highest score; that is, attention is focused on selecting correctly among the few most plausible QLFs, and not on predicting the scores of clearly implausible ones, whose relative merits are unimportant. Since this task is non-linear, it is fairly computationally intensive, and may only find a local optimum, so that the first, linear phase is essential to find a good starting point for it.

After scaling in this way, the preference functions are able to select the correct QLF (as judged by an expert) in 90 to 95% of cases when trained on four fifths of a corpus of the reference versions of 4092 within-domain, within-coverage ATIS sentences of up to 15 words in length and tested on the other one fifth, with each one fifth being held out in turn for testing. This result is for the QLFs produced with a version of the gram-

mar that had not undergone the specialization process described in Section 3 above. The figure would be still higher if only the smaller number of QLFs arising from the specialized grammar were compared. Thus, as remarked earlier, the tendency of grammar specialization to reduce coverage slightly is largely offset by the fact that, for sentences that are still in coverage, fewer erroneous QLFs are produced which may be preferred over the correct one.

4.3 A Comparison

To appreciate the importance of some of the points in the above description, it is instructive to compare the process described above with the somewhat simpler training procedure used in an earlier version of the system. For clarity, we will call the earlier version SLT-0, and current version, implementing the above procedure, SLT-1. SLT-0 lost some accuracy because in it, the various scores and scaling factors were optimized for tasks related to, but not identical to, that encountered at run-time.

The first difference is that in SLT-0, the linguistic objects used by some of the combining metrics were scored not by comparing good and bad QLFs but on the basis only of their frequency of occurrence in good QLFs. As we will see in the next section, this is suboptimal, because an object is not a good predictor of correctness simply because it occurs frequently in good QLFs; it may occur just as often in bad ones.

SLT-0's second drawback was that training with respect to the corpus was decoupled from training with respect to the speech recognizer. That is, object scores and all the non-speech scaling factors were calculated by looking only at QLFs for the reference versions of corpus sentences, and not at recognizer outputs. The scaling factor for the speech function was then found by trial and error on a separate training corpus. Thus SLT-0 had no opportunity to adapt to and compensate for typical recognizer errors.

QLF selection accuracy turned out in fact to be relatively insensitive to the value of the acoustic factor, which can be doubled or halved without noticeable effect. However, the lack of training on incorrect sentence hypotheses was a more serious drawback. There are syntactic and semantic patterns which seldom occur in analyses of correct sentence hypotheses and therefore were not assigned very large scores, but which often crop up as a consequence of certain kinds of recognizer

error. A known example of this behaviour is number disagreement between subject and predicate in a sentence hypothesis with main verb "be", for example "What is the first flights to Boston?". This is grammatically possible but most unlikely to be correct, and usually indicates that the head noun of the predicate phrase has been recognized with the wrong number: in the example, the word spoken would actually have been "flight". There are also examples of semantic triples, and perhaps also syntax rules, which likewise tend to characterize analyses of wrong hypotheses but which, for that very reason, are not observed when training only on correct word strings. It is not sufficient to finesse this problem by penalizing objects only observed infrequently in training on reference sentences, because there is no *a priori* way of knowing whether such an object, when encountered at run time, indicates a recognizer error or just an unusual, but genuine, form of words. In the next section, we focus in more detail on this problem and how it is overcome.

4.4 Tuning to the N-Best Task

The deficiencies just described for SLT-0 had the effect that selecting a sentence hypothesis using the trained combination of speech, structural and combining preference functions only yielded a 2% increase in sentence accuracy (as measured on a 1000-sentence unseen test set) over using the speech score alone. This figure is in a sense misleadingly pessimistic, since we are interested in translation rather than recognition *per se*, and the combined functions always select a hypothesis for which a QLF, and therefore potentially a translation, is found, whereas the recognizer alone sometimes prefers an unanalysable string, which even if correct will not be translated. Nevertheless, it seemed likely that introducing linguistic factors, if done optimally, should improve sentence accuracy by more than a couple of per cent.

We therefore carried out some experiments (reported in full in Rayner *et al*, 1994) in which several preference functions were trained on N-best data as in SLT-1, but with sentence hypothesis selection, rather than QLF selection, as the objective. The value of N was chosen to be 10, rather than 5 as in the run-time system. The preference functions used were:

- The speech function, returning the recognizer score.
- Two structural functions: one which returned

1 if any QLFs were found for the sentence using the specialized grammar, and otherwise 0; and one which returned 1 if the best QLF for the string (as judged by the existing preference module) contained a subject-predicate number mismatch, and otherwise 0.

- Two combining functions: one for grammar rules used in the best QLF for the string, and one for the semantic triples for that QLF.

We found that over the 1000-sentence test set, the optimized combination of functions selected the correct hypothesis 70.5% of the time, compared to a maximum possible 84.2% where the correct hypothesis occurred at all in the 10-best list, a score of 66.3% for the speech function alone, and a score of 67.8% for the more traditional approach of selecting the first hypothesis in the recognizer list that received a parse. Thus the optimized combination gave an absolute improvement over the speech function alone of 4.2%, double the corresponding figure for SLT-0. For sentences of 12 words and under, the improvement was 5.6%. These sentences showed a larger improvement because they were more likely to be analysable by the CLE; if no QLFs are produced for any hypothesis, the linguistic functions have no contribution to make. Because of this drawback, it turned out that N-gram combining functions for N=1 to 4, which can be applied even when no QLFs are produced, were slightly more powerful in combination with the speech function than the CLE-based functions were, although for 12-word sentences and the acceptable variant criterion, no difference was apparent. Not surprisingly, when N-gram knowledge sources were added, a still better result, 73.7%, was obtained.

We concluded from these results that it is well worth training linguistic functions in this way. One further possible improvement is that for sentence recognition (although probably not for translation, because of the risk of errors), it would also be desirable to derive QLF analyses of parts of a sentence when no full analysis could be found; this would allow linguistic functions always to make some contribution, even if only an imperfect one, and would improve accuracy on utterances for which no hypothesis was perfectly correct and those which included constructions outside the coverage of the grammar.

5. SUMMARY AND CONCLUSIONS

We have described the ways in which language analysis in SLT makes intelligent use of the N-best hypothesis list delivered by the speech recognizer, implementing the final stage of progressive search by avoiding nearly all hard decisions about word identities or sentence meanings until all available linguistic knowledge has been applied. That is, the CLE creates its whole search space before pruning away any of it. Thus alternative QLF analyses for the same recognizer hypothesis, for different recognizer hypotheses, and for repaired as well as unrepaired versions of hypotheses are all constructed and compared in a uniform way. The use of an automatically tuned grammar and associated fast parser makes this generate-and-test process acceptably fast (typically a few seconds per speech hypothesis on a SPARCstation 10) by eliminating many impossible search paths and some possible but unlikely ones.

It would be possible to speed up the system further by parallelizing it. Each recognizer hypothesis could be analysed separately, and the highest-scoring QLF (if any) resulting from it returned for a final choice to be made.

The unattainable ideal in any search problem is for the search space constructed to consist only of the correct solution, or of solutions that are equally likely to be correct. We approximate this ideal in the speech understanding task by training and selecting grammar rules (the objects that generate possible solutions) on human-transcribed reference material, so that, as far as possible, correct solutions will fall within the search space and incorrect ones will fall outside it. In practice, of course, by no means all incorrect solutions will be excluded in this way; so we train preference functions on recognizer and language analysis output, to maximize our chances of distinguishing correct from incorrect solutions, whatever stage of processing they arise from.

In Section 4.4 above we gave performance details for speech and language analysis. Sentence recognition accuracy using optimized speech (DECIPHER) and language (CLE and N-gram) information on unseen ATIS data is 73.7%. Full details of the performance of an earlier version of the full system (roughly SLT-0) are given by Rayner *et al*, 1993. Briefly, however, for sentences within the ATIS domain and up to twelve words in length, if a correct speech hypothesis is selected

then a Swedish translation is produced on about three occasions in four, and 90% of those translations are acceptable. The remaining 10% can nearly all be clearly identified by the hearer as errors because they are ungrammatical or unnatural; divergences in meaning, which might lead to more serious forms of dialogue failure, are extremely rare.

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